Application No.: 10/002,519   Docket No.: SCEI 3.0-100

<u>Listing of Claims</u>

1.   (currently amended) A recording medium storing a
program for causing a character object displayed on a screen
to perform ~~a~~ one of multiple possible predetermined action<u>s to
overcome an obstacle object</u> based on an output from a
user-operated device having a plurality of ~~operating portions~~
<u>character object movement buttons and a separate action
button</u>, said program being operable to cause a processing
system to perform steps, comprising:

detecting an output from ~~a particular one of~~ said <u>action
button</u>~~plurality of operating portions of said user-operated
device~~, said ~~particular one~~ <u>action button</u> being operable to
cause a character object to ~~actively~~ <u>automatically</u> overcome ~~at
least one type of~~ <u>an</u> obstacle object on said screen; and

~~in the event said character object encounters said at
least one type of obstacle object on said screen, said at
least one type of obstacle object is automatically overcome
according to said output from said particular one of said
plurality of operating portions~~

<u>causing said character object to automatically overcome
said obstacle object in accordance with one of a plurality of
predetermined actions associated with said obstacle object and
in response to said detecting said output from said action
button when said obstacle object is approached by said
character object</u>.

2.   (currently amended) A recording medium according to
claim 1, further comprising detecting a current state of said
character object, wherein said <u>causing said character object
to automatically overcome said obstacle object</u> ~~step of
overcoming said at least one type of obstacle object~~ includes

2

Application No.: 10/002,519   Docket No.: SCEI 3.0-100

executing an obstacle overcoming action corresponding to said current state of said character object.

3.   (previously presented)   A   recording   medium according to claim 2, further comprising: saving said obstacle overcoming action as attribute data in correlation with said obstacle object, wherein said obstacle overcoming action corresponding to said current state of said character object is predetermined in said attribute data.

4.   (previously presented)   A   recording   medium according to claim 2, wherein said current state of said character object is a current speed of movement of said character object.

5.   (previously presented)   A   recording   medium according to claim 4, wherein said obstacle overcoming action is at least one of: a jumping-over action when said current speed of movement of said character object is relatively fast; and a scaling action when said current speed of movement of said character object is relatively slow.

6. ·(currently amended) A processing system, comprising:

a program executing device operable to read a program stored in a recording medium, store said program in a storage device, and execute said program;

a user-operated device having a plurality of operating portions including character object movement buttons and a separate action button for outputting respective operating requests by said user to said program executing device; and

3

Application No.: 10/002,519   Docket No.: SCEI 3.0-100

a display device having a screen for displaying an image output from said program executing device,

wherein said program is operable to cause said program executing device to perform steps, comprising:

recognizing said respective operating requests from said user-operated device, said requests <u>including actuation of</u> said action button ~~being operable~~ to cause a character object to ~~actively~~ <u>automatically</u> overcome ~~at least one type of~~ <u>an</u> obstacle object on said screen; and

causing said character object to ~~perform predetermined actions associated with said respective operating requests such that said at least one type of obstacle object is~~ automatically overcome <u>said obstacle object in accordance with one of a plurality of predetermined actions associated with said obstacle object and in response to said detecting said actuation of said action button when said obstacle object is approached by said character object</u>.

7. (currently amended) A program executing device which is connectable to a user-operated device having a plurality of operating portions <u>including character object movement buttons and a separate action button</u> for outputting respective operating requests by said user, and to a display device having a screen for displaying an image, said program executing device comprising:

a storing unit operable to store a program for causing said program executing device to perform steps, including:

recognizing said respective operating requests from said user-operated device, said requests <u>including actuation of</u> said action button ~~being operable~~ to cause a character object

4

Application No.: 10/002,519   Docket No.: SCEI 3.0-100

to ~~actively~~ automatically overcome ~~at least one type of~~ an obstacle object on said screen; and

causing said character object ~~to perform predetermined~~ ~~actions associated with said respective operating requests~~ ~~such that said at least one type of obstacle object is~~ automatically overcome said obstacle object in accordance with one of a plurality of predetermined actions associated with said obstacle object and in response to said detecting said actuation of said action button when said obstacle object is approached by said character object.

8.   (previously presented)   A   recording   medium according to claim 1, further comprising determining whether said character object encounters said obstacle object based on whether said obstacle object exists within a predetermined range along a line of view of said character object.

9.   (previously presented)   A   recording   medium according to claim 1, further comprising determining whether said character object encounters said obstacle object based on whether said obstacle object exists within a predetermined range along a line of view of the character object and whether a perimeter range of said character object and a perimeter range of said obstacle object overlap.

10.   (currently amended) A processing system according to claim 6, wherein said program is operable to cause said program executing device to detect a current state of said character object, wherein said causing said character object to automatically overcome said obstacle object ~~step of~~ ~~overcoming said at least one type of obstacle object~~ includes

5

Application No.: 10/002,519   Docket No.: SCEI 3.0-100

executing an obstacle overcoming action corresponding to said current state of said character object.

11.   (previously presented) A processing system according to claim 10, wherein said program is operable to cause said program executing device to save said obstacle overcoming action as attribute data in correlation with said obstacle object, wherein said obstacle overcoming action corresponding to said current state of said character object is predetermined in said attribute data.

12.   (previously presented) A processing system according to claim 10, wherein said current state of said character object is a current speed of movement of said character object.

13.   (previously presented) A processing system according to claim 12, wherein said obstacle overcoming action is at least one of: a jumping-over action when said current speed of movement of said character object is relatively fast; and a scaling action when said current speed of movement of said character object is relatively slow.

14.   (previously presented) A processing system according to claim 6, wherein said program is operable to cause said program executing device to determine whether said character object encounters said obstacle based on whether said obstacle object exists within a predetermined range along line of view of said character object.

Application No.: 10/002,519   Docket No.: SCEI 3.0-100

15. (previously presented) A processing system according to claim 6, wherein said program is operable to cause said program executing device to determine whether said character object encounters said obstacle based on whether said obstacle object exists within a predetermined range along a line of view of the character object and whether a perimeter range of said character object and a perimeter range of said obstacle object overlap.

16. (currently amended) A program executing device according to claim 7, wherein said program is operable to cause said program executing device to detect a current state of said character object, where~~in~~ said causing said character object to automatically overcome said obstacle object ~~step of~~ ~~overcoming said at least one type of obstacle object~~ includes executing an obstacle overcoming action corresponding to said current state of said character object.

17. (previously presented) A program executing device according to claim 16, wherein said program is operable to cause said program executing device to save said obstacle overcoming action as attribute data in correlation with said obstacle object, where said obstacle overcoming action corresponding to said current state of said character object is predetermined in said attribute data.

18. (previously presented) A program executing device according to claim 16, wherein said current state of said character object is a current speed of movement of said character object.

7

19.   (previously presented) A program executing device according to claim 18, wherein said obstacle overcoming action is at least one of: a jumping-over action when said current speed of movement of said character object is relatively fast; and a scaling action when said current speed of movement of said character object is relatively slow.

20.   (previously presented) A program executing device according to claim 7, wherein said program is operable to cause said program executing device to determine whether said character object encounters said obstacle object based on whether said obstacle object exists within in a predetermined range along a line of view of said character object.

21.   (previously presented) A program executing device according to claim 7, wherein said program is operable to cause said program executing device to determine whether said character object encounters said obstacle object based on whether said obstacle object exists within a predetermined range along a line of view of the character object and whether a perimeter range of said character object and a perimeter range of said obstacle object overlap.